



COMMODORE⁺
64

PAC-MAN[®] MS. PAC-MAN[®]*

FROM
ATARI**SOFT**[™]

* PAC-MAN[®], MSPAC-MAN and characters are trademarks of Bally Midway Mfg. Co. sublicensed to Atari Inc. by Namco-America, Inc.



THE ONE

THE AUDIENCE ENTERS

Insert the MS. PAC-MAN cartridge into your Commodore 64 Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick into the controller jack. To go immediately to game play, press the F1 key.

Press the F5 key to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game. Press F3 again to return to a one-player game.

Use Port #2 for a two-player game and Port #1 for a one-player game.

Once you have chosen the options you desire, press the F1 key to initiate game play.

Be careful not to press any other keys on the keyboard once the game has begun or game play will be affected.

THE PLOT

PAC-MAN* is in love! And what a star his sweetheart is, with her red hair ribbon and long eyelashes. Just like her leading man, MS. PAC-MAN chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energizers and tantalizing goodies. Can she escape the marauding ghosts? Will it be the final curtain for her? Will PAC-MAN ever see his lady love again?

THE CURTAIN RISES

MS. PAC-MAN appears at center stage. To earn her curtain call, she must eat all the dots in each maze before she is gobbled up herself by the four ghosts.

But can she stall them? If she swallows one of the four energizers, the ghosts change into blue costumes. With only seconds to act, she must chase them down and devour them before they change back into their everyday clothes.

AND ONLY!

As MS. PAC-MAN finishes each round, a new fruit or goodie appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energizer, then turns back on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again.

THE PLOT THICKENS

This is one tough performance! MS. PAC-MAN must scramble through four different maze patterns. And the mouth-watering treats that bounce across the stage try to lure her toward the ghosts.

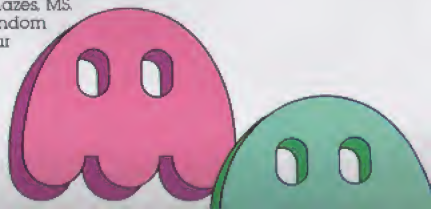
Fortunately, she has three lives in this show. But once they're gone, her performance is over — and so is the game! But she can earn an encore. If she gets through the banana mazes, MS. PAC-MAN enters the random fruit mazes. So hold your applause until the final curtain.

STAGE DIRECTIONS







Here are some tips on strategy.

□...Make sure MS. PAC-MAN eats the dots as quickly as she can. But don't let her take the energizers too early, or she'll lose her only edge over the ghosts. Wait until they start to gain on her. Then she can tease them toward an energizer before she gobbles it up and turns the chase on them.

□...Remember, each maze has escape tunnels that lead off stage and back on again and safe spots where MS. PAC-MAN can hide. They could save her life.



SCORING

Maze	Scoring	Points
1		100
2		200
3		500
4		700
5		1,000
6		2,000
7		5,000
8	Random Fruit	100 to 5,000

Level	Points
Dot	10
Energy pill	50
First ghost	200
Second ghost	400
Third ghost	800
Fourth ghost	1,600
First 10,000 points	one extra life

Level	Maze Pattern
Cherry Strawberry	Red 1
Orange/Apple Pretzel	Green 1
Banana/Pear 2 Random Fruit	Red 2
Random Fruit	Green 2

† COMMODORE 64 is a trademark of Commodore Electronics Ltd. This software is manufactured by ATARI, INC. for use on the COMMODORE 64 computer and is not made, sponsored, authorized or approved by Commodore Electronics Ltd.



A Warner Communications Company

© 1984 Atari, Inc. All rights reserved.

Printed in U.S.A.

1312 Crossman, Sunnyvale, CA 94086